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These potions may be purchased only between quests.

Alchemist's Shop



Potion of Restoration

Cost: 500 gold coins
Drink this brown, frothy liquid to restore 1 lost Body Point and 1 lost Mind Point. It's refreshing after a tough battle!



Venom Antidote

Cost: 300 gold coins
This bubbling brew tastes foul but heals up to 2 Body Points of damage caused by poison needles or poison darts only.



Potion of Dexterity

Cost: 100 gold coins
This sparkling liquid adds 5 movement squares to your next dice roll or guarantees one successful pit jump. If you purchase more than one of these potions, you may use only one potion per turn.



Potion of Battle

Cost: 200 gold coins
If you have a really weak roll of the Attack dice, you may drink this blood-red potion. It allows you 1 reroll of your Attack dice.

HeroQuest

Kellar's Keep

Quest Book

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Kellar's Keep

The adventure continues! *Kellar's Keep* is an expansion set used with your *HeroQuest* Game System (sold separately). You must have the game system in order to play the adventures in this booklet. As you read through the text, helpful notes with useful information for gameplay are coded with the symbol . So keep an eye out for these!

Contents

17 miniatures: 8 orcs, 6 goblins, 3 abominations
Cardboard tile sheet
2 dungeon doors
14 game cards

Cardboard sheet includes:

4 short stairway tiles
2 long stairway tiles
Cliff corridor tile
Giant stone boulder tile
2 trap door tiles
2 pit trap tiles
12 blocked-square tiles
Weapons forge tile
Cloud of Dread tile
Four-part stone map tile
Statue tile

Remove all components carefully from the cardboard sheet. Game components exclusive to *Kellar's Keep* are:

Giant Stone Boulder
The giant stone boulder rolls down a corridor, doing great damage to anything in its path.



Statue



Iron Entrance Door
This iron door is placed on the edge of the gameboard in each quest. Heroes line up outside the door to begin each quest.



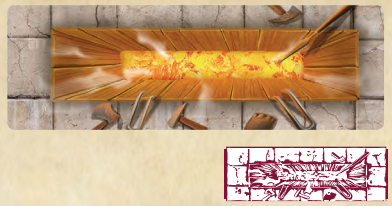
Wooden Exit Door
In most quests, this special wooden door is used to exit the gameboard at the end of a quest.



Cloud of Dread
When surrounded by this mysterious purple cloud, heroes cannot see anything.



The Weapons Forge
The forge is a place where dwarven blacksmiths once created the finest and sturdiest weapons in the land.



Four-Part Stone Map
These pieces fit together to form a stone map. Finding the map pieces is a major objective in this quest pack.



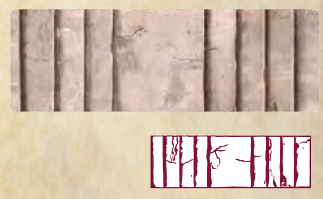
Trap Doors
The two trap doors are used to link two visually unconnected rooms via an unseen tunnel. When landing on one trap door, a hero moves instantly to the other trap door.



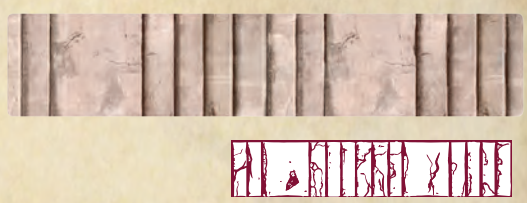
Cliff Corridor
The cliff corridor is used as Grin's Crag, a dangerous walkway near the entrance into Kellar's Keep. Each square on this tile counts as 1 space.



Short Stairway
There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or downstairs.



Long Stairway
There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or downstairs.



The small illustrations shown with each component described above are quest map symbol references. These symbols are also the exact size needed for the blank "create your own" quest map provided in the *HeroQuest Game System Quest Book and at the end of this quest book*. Permission is granted to photocopy this document for personal use in order to cut out the symbols. When creating your own quest adventures, you may use these components in any way that you can imagine. For example, the stairs could be used to link several levels of a multi-map quest.

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Playing Kellar's Keep

The quests in *Kellar's Keep* are generally played the same way as the quests in the *HeroQuest* Game System. It is especially important that these quests be played in order. As in the game system, heroes are returned to full strength (all Body and Mind Points are restored) between quests.

There are a few gameplay differences in *Kellar's Keep*:

1. Starting a Quest

The heroes do not start their adventures on the spiral stairway tile used in the *HeroQuest* Game System. Instead, they enter through an iron door on the edge of the gameboard. This door is shown on the quest map with an arrow pointing inward toward the gameboard. This door is always placed on the gameboard in its specified location before each quest begins. At the start of an adventure, the heroes line up outside the door and ask Zargon to open it.

2. Ending a Quest

Players may leave the gameboard only by locating the wooden exit door on the edge of the board, or by finding the spiral stairway that exists in one of the quests. This exit door is shown on the quest map with an arrow pointing outward from the gameboard.



As with regular doors, an exit door is not placed on the gameboard by Zargon until a hero looks down the appropriate corridor. An exit door is usually opened in the same way as a regular door, unless specified otherwise in the quest notes.

3. Treasures

Large gold coin treasures found in treasure chests should be divided among all surviving heroes.

4. Additional Artifact Cards

These additional cards are included with this Quest Book.

- *Fire Ring* and the *Magical Throwing Dagger*: These artifacts are similar to the artifacts in the *HeroQuest* Game System. When a hero finds one of these artifacts, they should record it on their character sheet. Unlike most artifacts in the game system, however, these artifacts must be crossed off a hero's character sheet after they are used.
- *Spell Scrolls*: The eight remaining artifact cards are called spell scrolls. These scrolls are used just like the spell cards in the *HeroQuest* Game System. However, a spell scroll can be used by any hero who finds one.

When a hero finds a spell scroll, Zargon should turn all of the spell scroll cards facedown, mix them up and let the hero draw one at random. The hero should then record the spell scroll on their character sheet and return the scroll facedown to the scroll deck. After a spell scroll has been used, it must be crossed off the hero's character sheet.



On their turn, any hero who has artifacts may give them to other heroes.

A Message From Mentor

My friends, I have alarming news. The King and his army are trapped in Kellar's Keep, the underground bastion of the fortress Kaba Karn. This great dwarven stronghold lies deep within the heart of the World's End Mountains. The fortress is well defended, but I fear that time is against us. His Majesty's army weakens with starvation while the enemy grows stronger by the day.

It is up to you, brave Heroes, to rescue the King. The great book Loretome has revealed much useful information to me.

Many thousands of years ago, the dwarves made their home in the World's End Mountains. With their great engineering skills, they built vast cities that cut deep into the rock. The cities were connected by tunnels that stretched for miles beneath the mountains. On the eastern side of the mountains, the dwarves constructed huge fortresses to guard against the evil legions of Dread. The greatest of these fortresses was Kaba Karn.

The dwarves lived for many years in peace, for the enemy did not dare attack the well-defended cities. But during this time of peace, the dwarves became careless. Their army grew smaller and their guards less vigilant.

Then came Zargon, the evil sorcerer and commander of all that is evil. Zargon spent years raising a vast army of allied orcs, goblins and monsters beyond description. When the attack came, there was no warning. The dwarves fought with great valor, but their enemy was too strong. One by one the fortresses fell. Only Kaba Karn held.

Most of the hidden tunnels near Kaba Karn have long been forgotten. However, Loretome has revealed to me a hidden passage known as Grin's Crag. This secret walkway is named after the dwarf who first discovered it. While searching for a rich vein of gold, Grin found a narrow footpath running along the edge of an abyss. He explored beyond and found himself in the lower caverns of Kellar's Keep. Grin carved a map onto a stone tablet so that he might find the path again. He then broke the tablet into pieces and hid the fragments throughout the Halls of Belorn, ancient chambers that lie deep beneath the World's End Mountains.

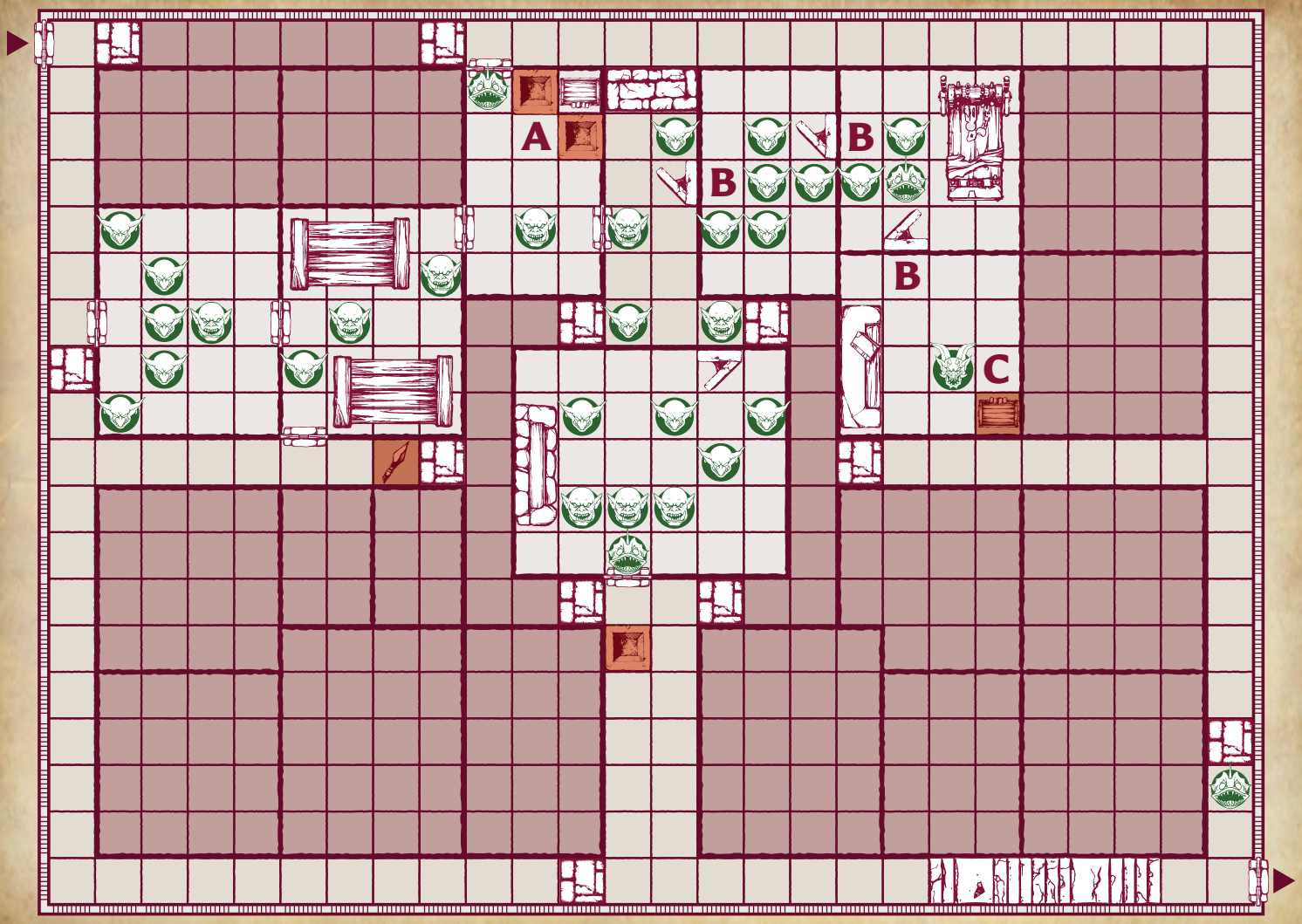
First, you must journey through the Halls of Belorn. These hallowed halls have been stripped of many of the riches that once adorned them. Yet a treasure or two may be found by a hero with a keen eye. But beware! Evil orcs and goblins now dwell here. You must make them pay dearly for their trespass.

Even Loretome does not reveal the exact location of Grin's Crag. You must find the four pieces of Grin's stone map that are scattered throughout the halls. Only then can you travel the path to Kellar's Keep and lead the Crown to safety.

I shall take you to the Great Gate, but from there you will be on your own. Good luck, my friends. When you need my guidance, listen deep within yourselves.

Mentor

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At the beginning of each quest, there is a message on parchment from Mentor. This message should be read aloud to all players. However, the quest notes that follow are for Zargon's eyes only!

QUEST 1
The Great Gate

"I shall guide you as far as the Great Gate. Beyond, fearsome foes await you. I shall watch over your progress and aid you when I can. Your first task is to find the wooden exit door that leads into the Warrior Halls."

NOTES

In each quest, notes prefaced with a capital letter correspond to a matching letter location on the quest map.

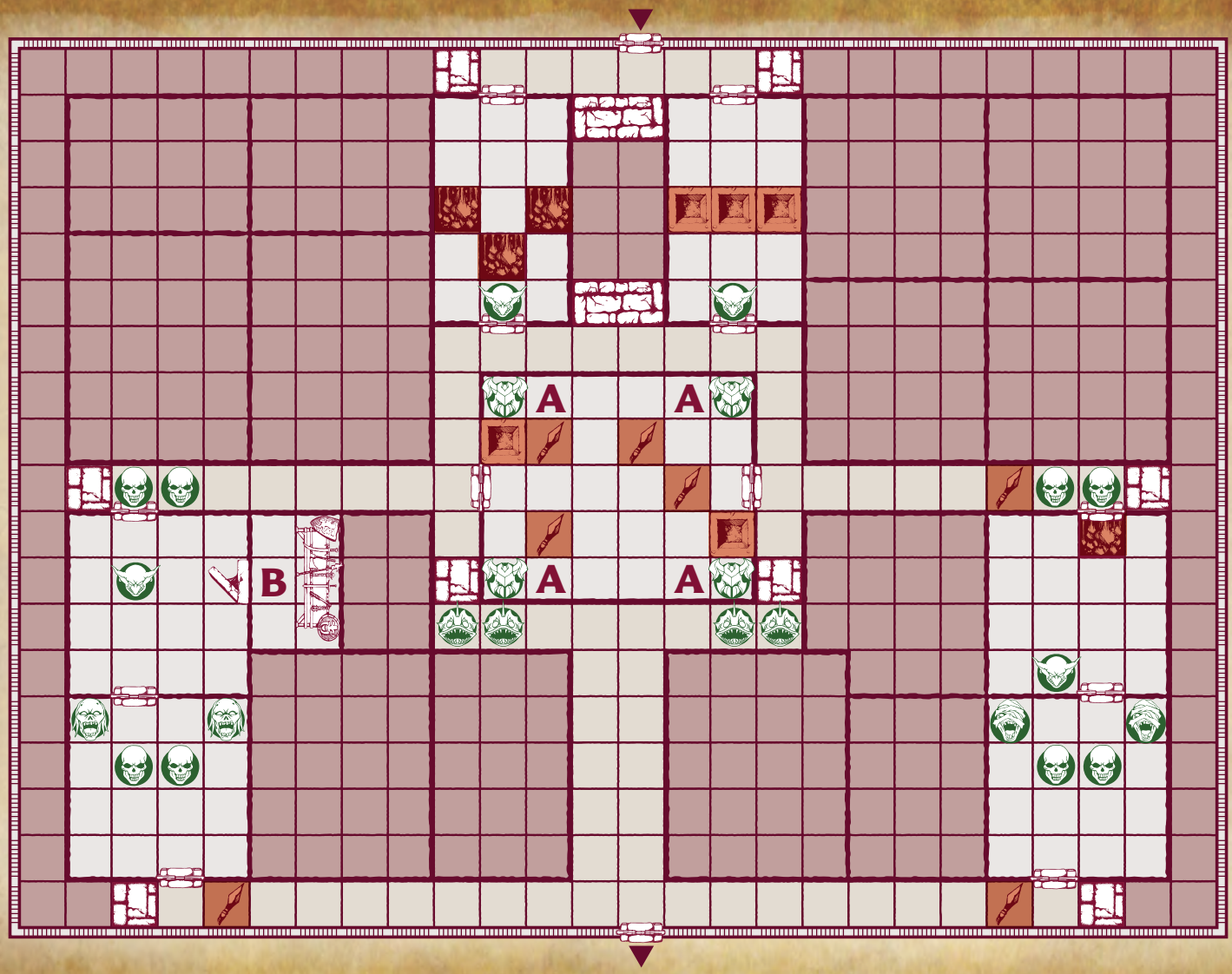
A. The treasure chest is empty.

B. These three secret doors are magically controlled and cannot be found by normal searching. Zargon may place one or more of these door(s) on the gameboard at the beginning of any of your turns. When you do so, you must immediately declare the door(s) open, then place any monsters on either side of the doors onto the gameboard. You may move those monsters during your turn.

C. The gargoyle appears to be a stone statue that does not move. The chest contains 200 gold coins, but it has a trap on it. If a hero searches for treasure before the trap has been disarmed, the gargoyle springs to life and immediately attacks. If a hero disarms the trap first, tell them what would have happened if they had searched for treasure before disarming the trap. The gargoyle cannot be harmed until it has either moved or attacked a hero.

Wandering Monster in this Quest: Orc

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QUEST 2
The Warrior Halls

"Another great iron door lies before you. Beyond are the Warrior Halls, ancient passageways where all of the great dwarven warriors were honored. Testimony to their great deeds is carved into the wall so that none may forget their valor. Tread carefully, for these halls were also designed to test the bravest and most skillful of the dwarves. Beware of traps and deadly opponents as you search for the wooden exit door that leads to safety."

NOTES

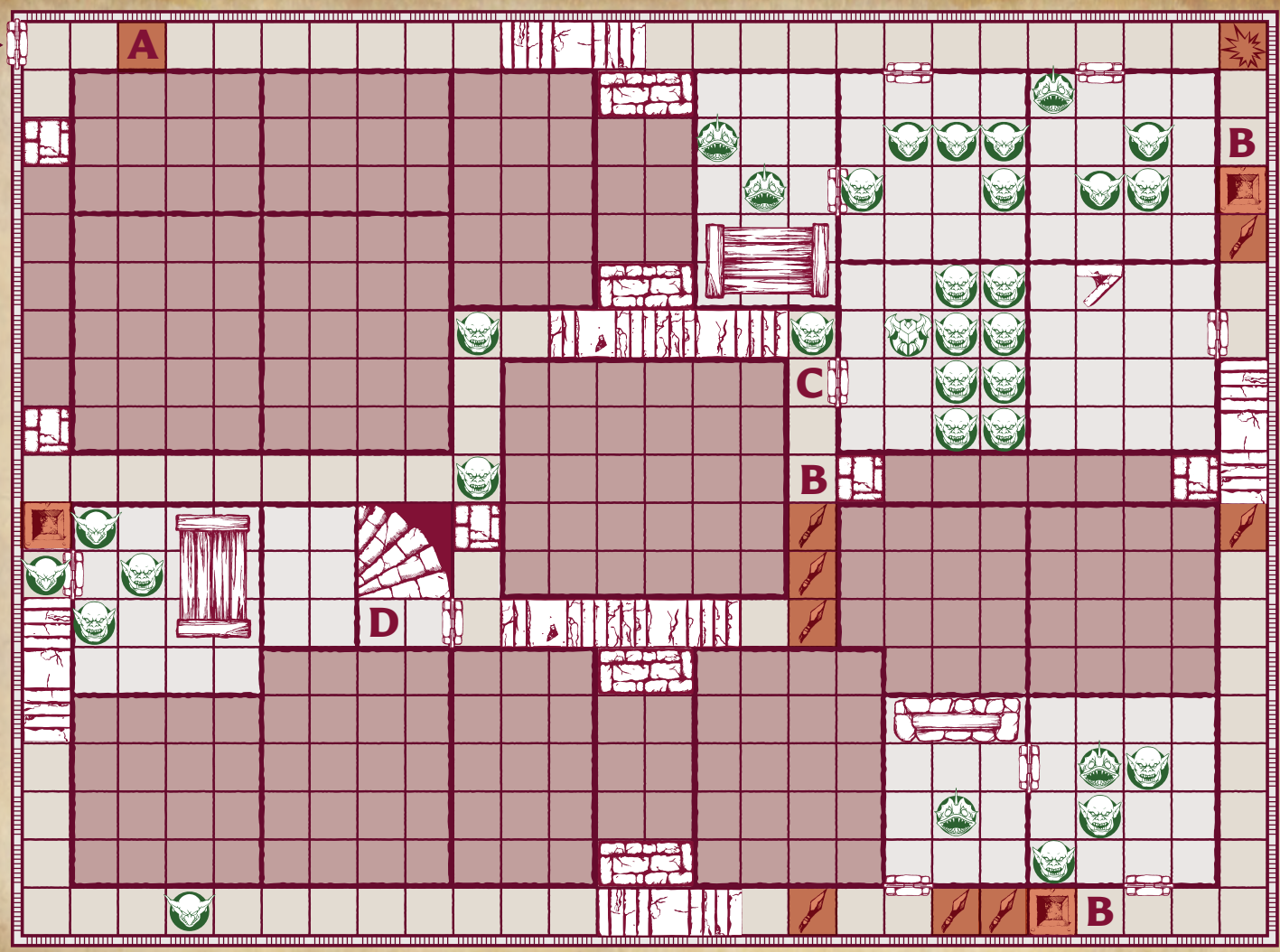
A. Zargon, you may tell the heroes that these four Dread warriors are actually enchanted suits of armor. They were used centuries ago to test the fighting skills of dwarven warriors. They have the same stats as real Dread warriors.

B. This is the secret armory of the dwarves. The first hero to search for treasure in this room finds two *Magical Throwing Daggers*. (See the artifact card.) The daggers may be divided between two heroes.

Wandering Monster in this Quest: Abomination

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QUEST 3
The Spiral Passage

"Another giant iron door stands before you. Beyond, a series of staircases eventually lead to the Great Citadel. It seems that those who journey through these passages are forever going down and around into the very heart of the mountain. Your goal is to find the spiral stairway. It can bring you deeper into the heart of the mountain—and closer to the Great Citadel. Beware! The orcs may have laid traps to guard against attack."

NOTES

A. When the last hero passes the square marked "A," a giant stone boulder falls from the ceiling. Place the round boulder tile on the square marked "A." On Zargon's next turn and subsequent turns, roll 2 red dice to see how far down the corridor the boulder rolls (toward the heroes, to the right). The boulder eventually crashes into the wall at the end of the passage, on the corner square marked with a starburst. The passage is then blocked for the rest of the quest. Tell each hero hit by the boulder to roll 5 combat dice. For each skull rolled, a hero loses 1 Body Point. (No Defend dice are rolled.) The boulder trap cannot be searched for or disarmed.

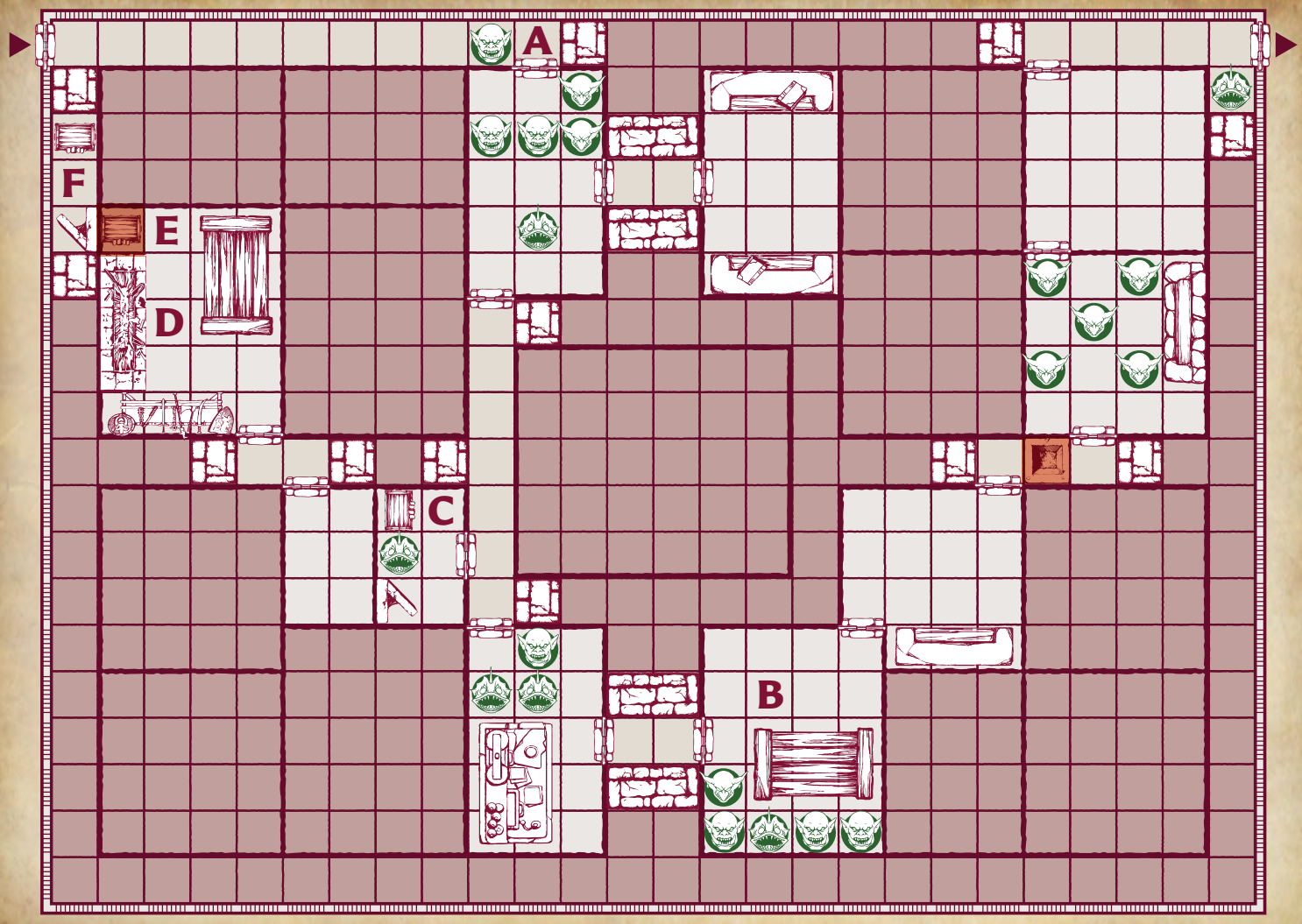
B. All of the traps in the corridors marked "B" are so well hidden that any hero who searches for traps finds only one trap—the one closest to them. After a discovered trap has been sprung or disarmed, the next trap can be found if searched for. The heroes have to discover this on their own.

C. Place the wooden exit door here to fool the heroes into thinking that this is an exit.

D. Use the spiral stairway tile from the *HeroQuest* Game System in this quest. When a hero steps onto this stairway, tell them that they have made it through the Spiral Passage.

Wandering Monster in this Quest: Orc

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QUEST 4

The Dwarven Forge

"Although evil orcs now dwell in these halls, they have yet to find the magical dwarven forge. The weapons forged by the dwarves at the dawn of time are legendary. You must find the forge, for it is written that part of Grin's stone map lies somewhere nearby. Once you find part of the map, you must find the wooden exit door to continue on your journey."

NOTES

A. When this orc is killed, he screams out and the door he was guarding opens. The monsters in the room must then be placed on the gameboard.

B. The abomination in this room knows the Dread spell *rust*. (See Dread spell card in *HeroQuest* Game System.) It can cast this spell on three separate turns. The first hero to search for treasure in this room finds a beautiful fire opal hidden under the table. The opal is worth 100 gold coins.

C. The first hero to search for treasure in this room finds a *Fire Ring* in the chest. (This powerful ring is explained on its artifact card.)

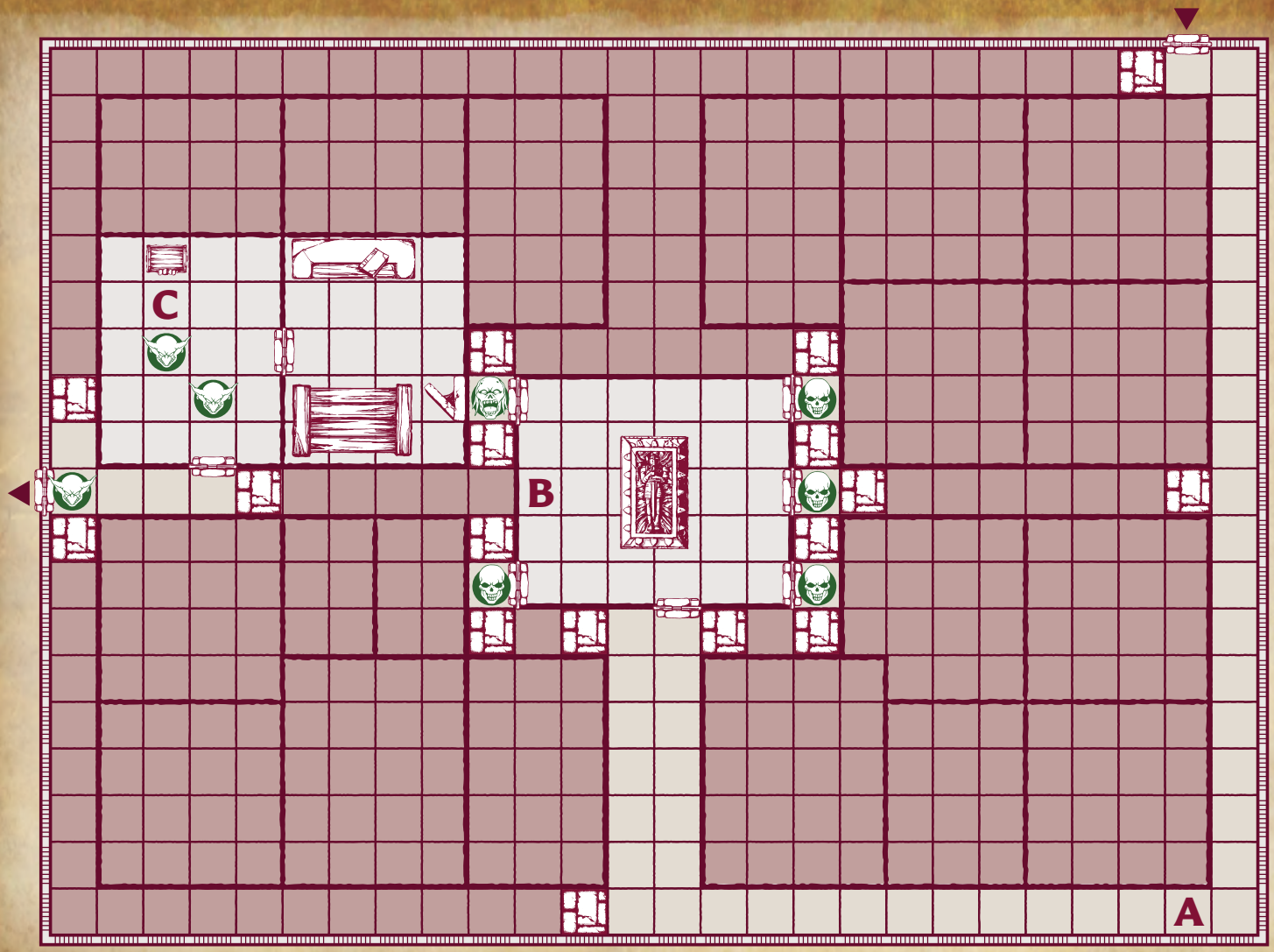
D. This is the dwarven forge. The heat from the forge is intense, for the embers burn with a magic fire brought from the depths of the earth. Burning embers blast out of the forge, threatening any hero in the room except the dwarf. Any hero (except the dwarf) who ends their move in his room must immediately roll 1 combat die. If a skull is rolled, the hero loses 1 Body Point.

E. This chest is trapped with a poison dart. If a hero searches for treasure before the trap has been disarmed, they lose 2 Body Points. One part of Grin's stone map is inside the chest. The hero who finds it should take one of the stone map tokens.

F. The first hero to search for treasure in this special room discovers 300 gold coins in the chest.

Wandering Monster in this Quest: Abomination

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QUEST 5

Hall of the Dwarven Kings

"The dwarves had many great kings. King Belorn built the Great Citadel and was honored with a magnificent burial hall. His descendants have all proven themselves and each is buried alongside their forefathers. Let no one say that the dwarves are without courage for their valor has no equal. You must find another part of Grin's stone map and then escape through the wooden exit door to continue your journey."

NOTES

A. When the first hero passes the square marked "A," read the following sentence aloud:

"The distant sound of warriors echoes down the passage. There can be no doubt that a war party has been sent after you. Hurry, for time is short!"

Zargon, beginning on your turn (and on each of your future turns), roll 1 red die to see how many monsters enter the corridor through the iron door. You may choose any monsters except the following: the Dread sorcerer, the gargoyle, one of the zombies, four of the skeletons, and three of the goblins. After moving the new monsters into the corridor (refer to monster chart in *HeroQuest* Game System for movement), you may then move any other monsters present on the gameboard as usual.

B. When one of the doors with a skeleton behind it is opened, all of the other doors in this room open at the same time. All of the monsters behind the doors are then placed on the gameboard. The zombie moves and attacks as usual on Zargon's next turn. However, the skeletons do not move or attack until one of the skeletons has been attacked. Then on Zargon's next turn, they all attack. These skeletons are those of ancient dwarven kings and are more powerful than regular skeletons. If they are attacked, they fight and move as follows:

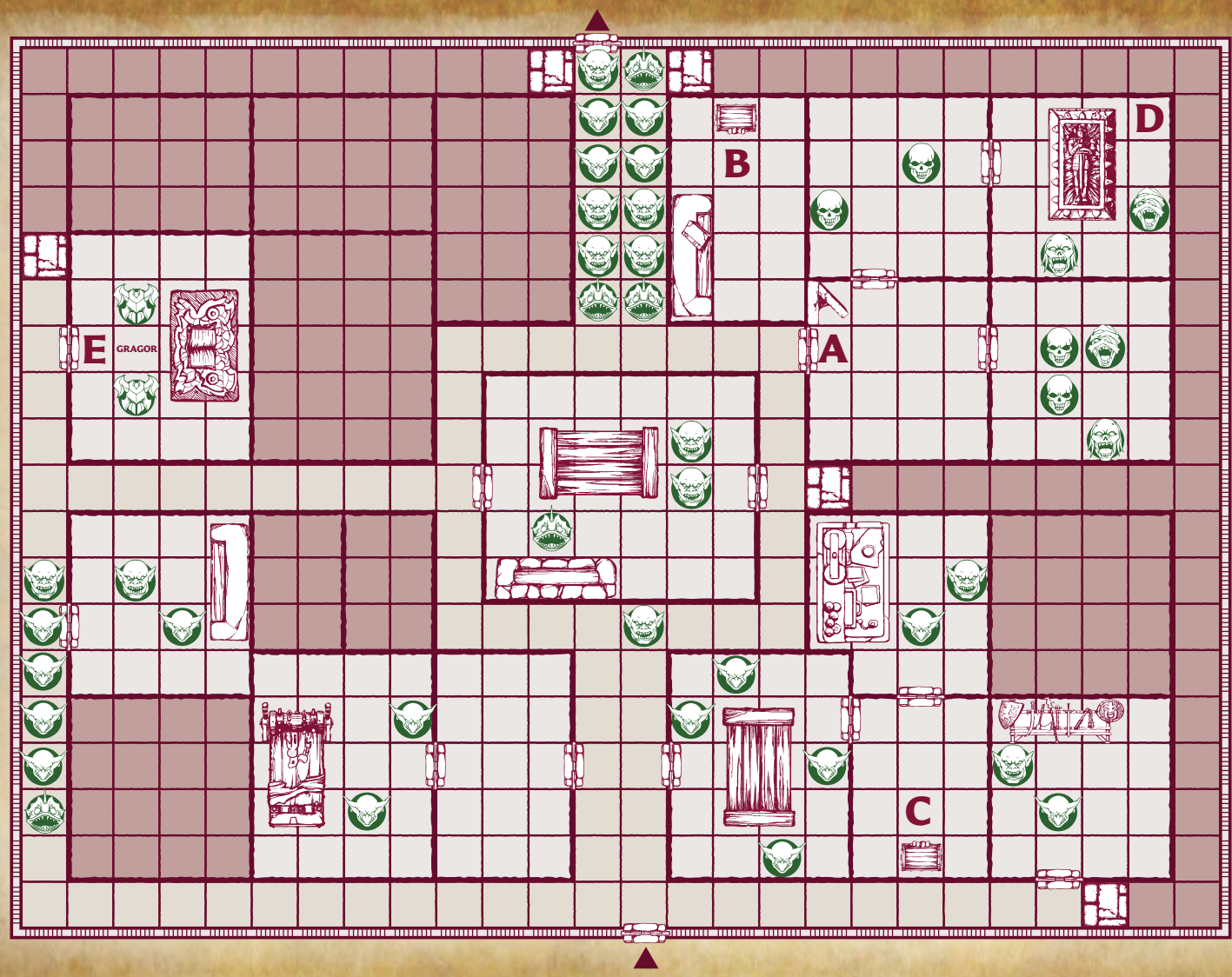
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	2	0

C. The first hero to search for treasure in this room finds the second part of Grin's stone map in the chest. This hero should take another of the remaining map tokens.

Wandering Monster in this Quest: Abomination

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QUEST 6

The Great Citadel

"The Great Citadel lies at the center of the Halls of Belorn. This is where most of the evil orcs now dwell. You may find them here in great numbers as they amass for their attack on the Realm. They are led by Gragor, an evil magician. The third part of Grin's stone map lies hidden within the Great Citadel. You must find the map piece and then escape through the wooden exit door to continue your quests."

NOTES

A. This door has been locked for many years. To open the door, a hero must stand next to it and roll 2 red dice. If they roll less than their starting number of Body Points, the door opens. If they fail to open the door, their turn ends.

B. The first hero to search for treasure in this room finds two *potions of healing* in the chest. Each potion restores up to 4 lost Body Points.

C. The first hero to search for treasure in this room finds the third part of Grin's stone map and a spell scroll, as well as a *Magical Throwing Dagger*! The hero who finds these items should do the following:

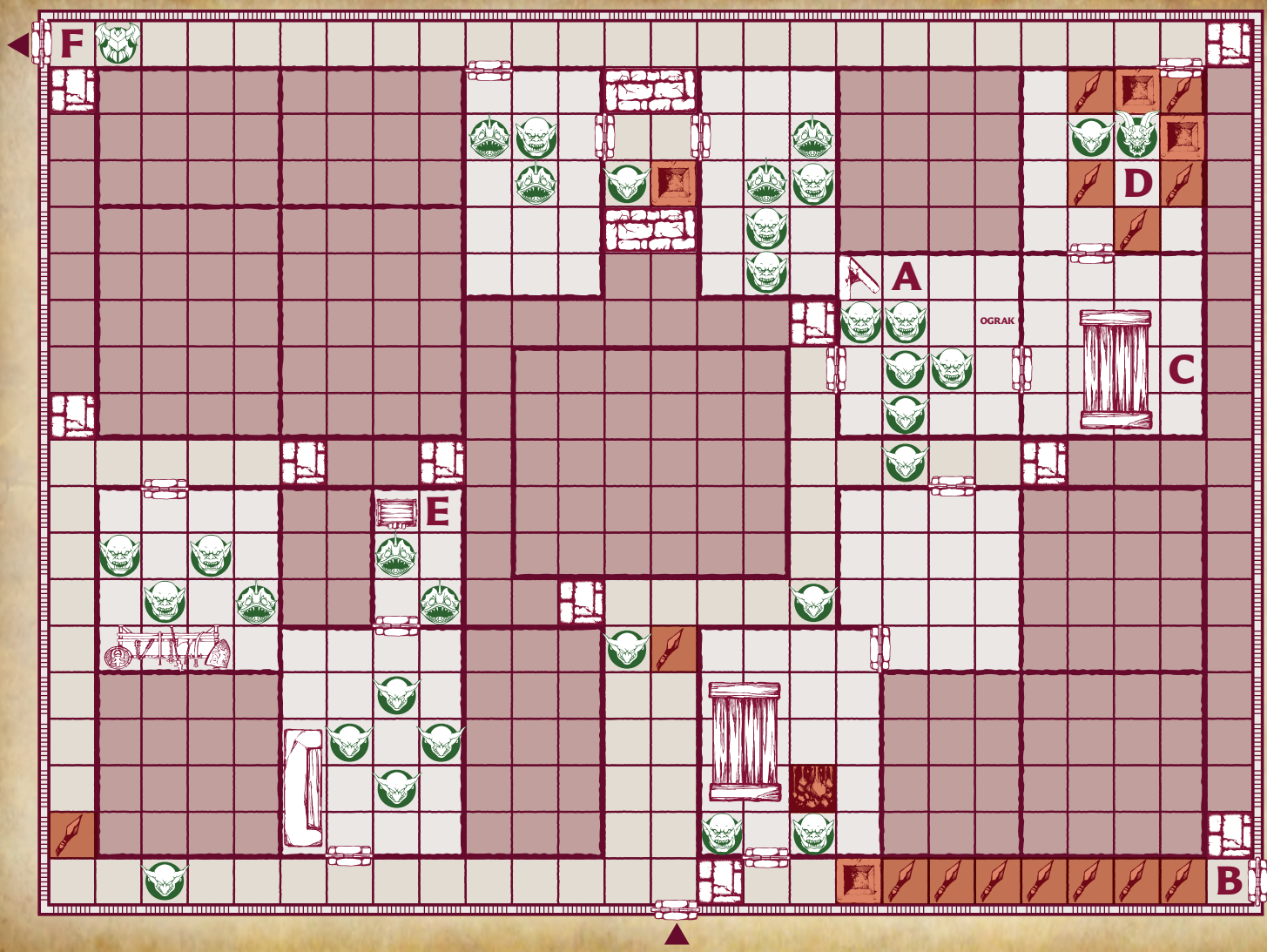
- Take another one of the remaining map tokens.
- Draw a spell scroll at random from the scroll cards and list it on their character sheet.
- List the dagger on their character sheet. (See the artifact card.)

D. The tomb in this room contains the skeletal remains of a great hero. The first hero to search for treasure in this room discovers a sturdy crossbow among the bones. The crossbow is described in the *HeroQuest* Game System armory.

E. Use the Dread sorcerer figure to represent Gragor. Place him on the square marked with his name. His stats are the same as a Dread warrior, but he also knows the following spells: *summon orcs, fear, rust, ball of flame,* and *lightning bolt*. (Refer to the Dread spell cards in the *HeroQuest* Game System.) The first hero to search for treasure in this room finds two spell scrolls on Gragor's table. This hero should draw two spell scrolls at random from the scroll cards and list them on their character sheet.

Wandering Monster in this Quest: Abomination

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QUEST 7

The Eastern Passage

"The east gate marks the end of the Halls of Belorn. To get to the gate, you must make your way through several quests. Your first goal is to negotiate the eastern passage. This passage is guarded by many foes, so take care! Along the way, you must locate the last part of Grin's map and then escape through the wooden exit door."

NOTES

A. The leader of these orcs is Ograk, the infamous captain who led his evil marauders into the border provinces of the Realm. Use the orc with the large sword to represent Ograk. Place Ograk on the square marked with his name. He is a mighty warrior whose stats are the same as a Dread warrior. On any one of Zargon's turns, you may place the secret door tile on the gameboard and move Ograk through the secret door.

B. When a hero tries to open this door, tell them that the door just won't budge.

C. The first hero to search for treasure in this room finds an *Elixir of Life* in the table drawer. (The elixir is described on its matching artifact card in the *HeroQuest* Game System.)

D. The gargoyle in this room is a stone statue that cannot harm anyone and cannot be harmed. Of course, don't reveal this information right away. Sit back and watch the heroes try to figure it out.

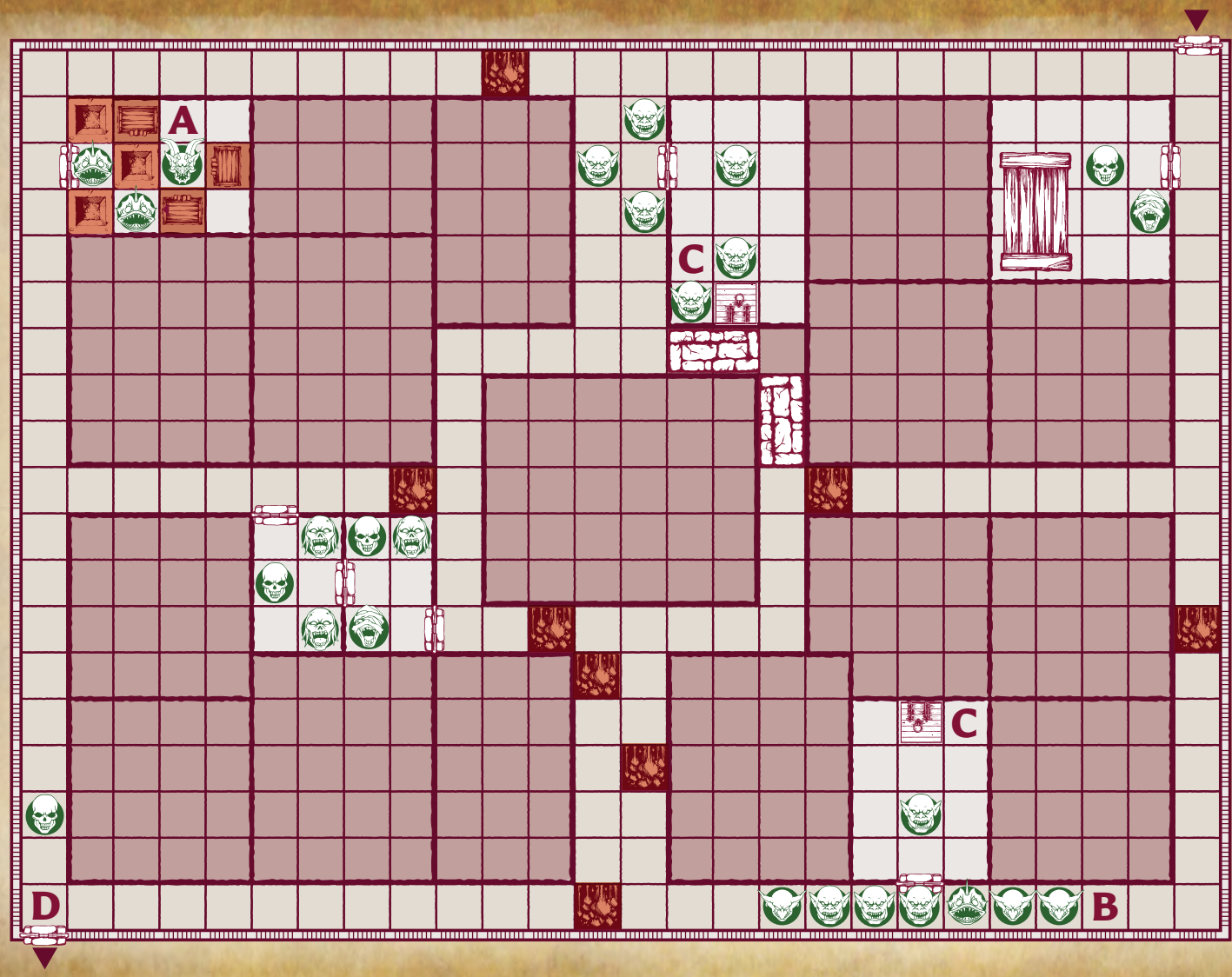
E. The first hero to search for treasure in this room finds the last part of Grin's stone map in the chest. This hero should take the remaining map token.

F. This wooden exit door leads to Belorn's mine. Tell the heroes that there are dwarven danger symbols on the door.

Wandering Monster in this Quest: Dread Warrior

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QUEST 8
Belorn's Mine

"Zargon has blocked the main passage to the east gate. It is written in Loretome that another passage leads through Belorn's mine to the gate. This mine was once the richest of all. The tunnels have long since been abandoned and are likely to collapse. Monsters often wander through the mine, searching for the gold that was hidden there. You must find the wooden exit door leading out of the mine."

NOTES

A. The gargoyle in this room is alive and ready for battle. The three chests in this room have poisonous gas traps on them. If a hero searches for treasure before all three traps have been disarmed (one at a time), all of the heroes in the room lose 2 Body Points. Each chest contains 200 gold coins.

B. This group of monsters is looking for the gold.

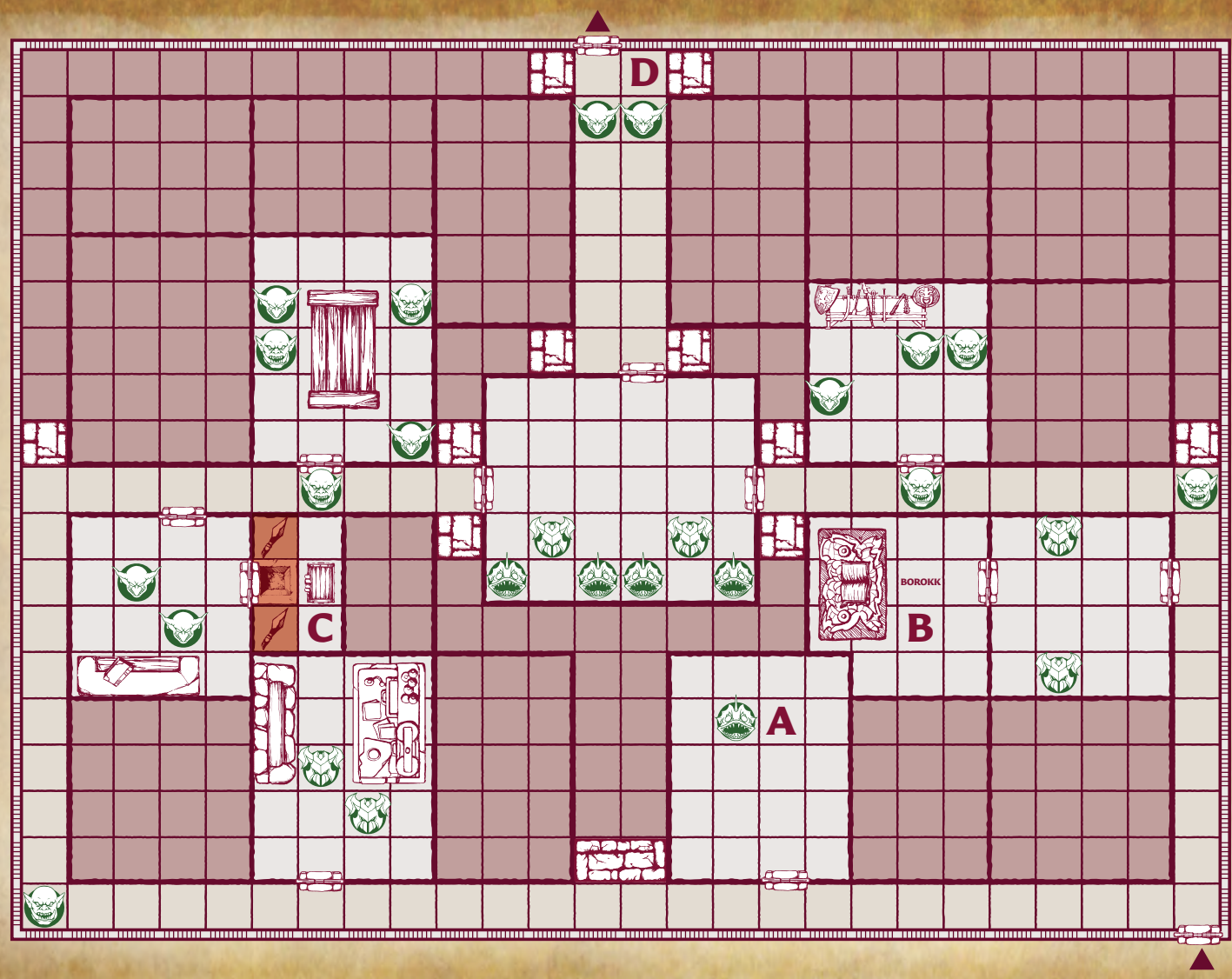
C. Both of the trap doors are linked by a tunnel. Any hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous and any hero moving through it must roll 1 combat die. If they roll a skull, they lose 1 Body Point. After moving from one trap door square to the other, the hero's or monster's turn is over.

D. Dwarven symbols on this door indicate that it leads to the east gate!

Wandering Monster in this Quest: Dread Warrior

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QUEST 9
The East Gate

"You have done well and journeyed far to reach this point! Now you must find the east gate if you are to reach Grin's Crag and the King. The gate is undoubtedly guarded, for you are now closer to Kellar's Keep than you have ever been. Beyond the east gate, you need the stone map, so protect the four pieces with your lives!"

NOTES

A. This monster is a shapechanger and is currently in the form of an abomination. Every time it is killed, shuffle all the monster cards and take the top card. This is the new form the monster takes. Place the new monster in the space where the old one was killed. The monster can be permanently killed only if the new card drawn matches the monster's most recent form. Of course, don't reveal this information to the heroes until after it happens.

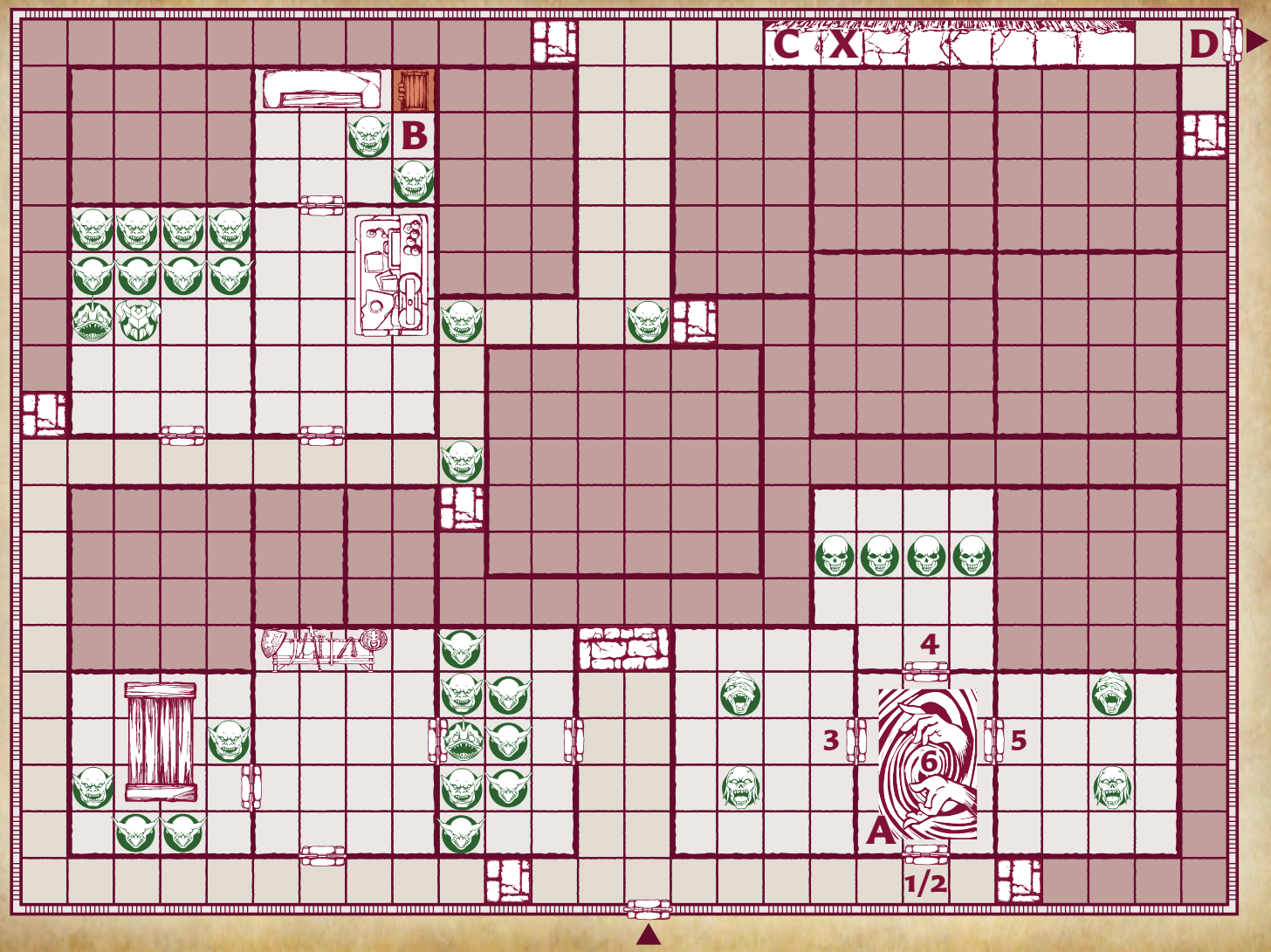
B. Place Borokk, an evil Dread sorcerer, on the square marked with his name. Borokk has the same stats as a Dread warrior, but he also has a very special and deadly magical power. On each of his turns, he attacks the mind of any hero in the same room or corridor and in his line of sight. These attacks affect the hero's wisdom, intelligence, and resistance to magical influence. To do this, Borokk rolls 2 combat dice. For each skull he rolls, the target of the attack loses 1 Mind Point. If a hero reaches 0 Mind Points, they are dead forever unless they have an *Elixir of Life*. (See matching artifact card in the *HeroQuest* Game System.)

C. This treasure chest is empty.

D. The east gate was locked many years ago by special dwarven magic. It is not easily opened. When any hero except the dwarf attempts to pass through the gate, tell them to roll 2 red dice. That hero may pass through the gate only if the total number rolled is equal to or less than their current number of Mind Points. If the hero fails to open the gate, their turn ends. The dwarf needs to roll only 1 die as they have some knowledge of the magic used to lock the door.

Wandering Monster in this Quest: Abomination

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QUEST 10

Grin's Crag

"Now you must find your way to Grin's Crag. Remember your task. Do not stray from it, for your enemies are too numerous. When you have passed Grin's Crag, a giant wooden door leads to Kellar's Keep. Once opened, you may lead the King and his army back to safety. Beware! Grin's Crag is guarded. You must tread carefully!"

NOTES

A. This room is filled with the blinding cloud of Dread. Any hero who enters this room cannot see the ocher doors in the room, so do not place them on the gameboard at this time. Monsters may not enter this room. If a hero enters the room, they must stop and roll 1 red die:

- If a hero rolls a 1 or 2 on the dice, they end up back in the corridor on the square marked "1" or "2."
- If a hero rolls a 3, 4, or 5; place one door in the position shown next to the square with the corresponding number rolled. Then, move the hero through the door to the corresponding number. If the square is occupied, the hero moves back into the room and treats their roll as a 6. (See directions that follow.)
- If a hero rolls a 6, the cloud of Dread attacks and the hero must roll 1 combat die. If a skull is rolled, they and any other hero in the room lose 1 Body Point.

B. This chest contains 250 gold coins. It also has a trap with an exploding lock. If a hero searches for treasure before the trap has been disarmed, they lose 3 Body Points.

C. This cliff corridor is Grin's Crag. The first player who moves onto the square marked "C" will activate the guardian of Grin's Crag. Place the gargoyle on the square marked "X." On Zargon's next turn, the gargoyle moves, attacks, and defends as a normal gargoyle would, but it is also immune to all spells and has 4 Body Points.

D. This wooden exit door is magically locked and does not open until the gargoyle is dead. After the last hero passes through the door, read aloud the conclusion on the following page.

Wandering Monster in this Quest: Abomination

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4C 25.12in x 9in folded to 6in x 9in
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Conclusion

The door opened into the darkness of Kellar's Keep. From far above came the thunder of battle. The forces of Zargon were making their final assault. This time there could be no holding them. The King assembled his elite force of Guardian Knights, determined to organize one last line of defense. Then came the news—a group of heroes had found a secret passage into Kellar's Keep. Escape was now possible!

Without hesitation, the King ordered his army to fall back toward the secret passage. Kenaron, the captain of the Guardian Knights, stood bravely at the gate, giving his fellow soldiers and the wounded time to escape.

Zargon and the evil sorcerer's foul forces could not be permitted to follow. Time and time again the Doomguard surged forward, only to be felled by Kenaron's sword.

Zargon watched for a while and smiled wryly at Kenaron's courage and skill-at-arms. A moment later Zargon's patience was spent. Kenaron fell before a searing storm of flame that burst against the gate.

But it was too late. Zargon's warriors howled in anger for the escape passage had been destroyed. The King and his army were safe.

"You have done well, brave heroes. The King has asked me to express his gratitude. Each of you has earned 500 gold coins for your efforts. But do not let victory deceive you. A dark cloud still hangs over the Realm as the forces of Dread grow stronger. I shall look for ways to delay Zargon's advance. For now, rest well my friends. Once I have consulted Loretome I shall summon you."

Mentor



Artifact Reference

Fire Ring



Protects the wearer from any two Dread fire spells. Ring disappears after wearer has been protected from the second spell.

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Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a monster a hero can see. Monster cannot defend. Dagger is lost once it is thrown.

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Spell Scroll



Heal Body—This spell may be cast on any one hero, including yourself. Its magical power immediately restores up to 4 lost Body Points but does not give a hero more than their starting number. Scroll crumbles to dust after it is used.

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Spell Scroll



Tempest—This spell creates a small whirlwind that envelopes one monster of your choice. That monster then misses its next turn. Scroll crumbles to dust after it is used.

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Spell Scroll



Ball of flame—This spell may be cast on any one monster, enveloping it in a ball of fire. It inflicts 2 Body Points of damage. The monster then rolls 2 red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. Scroll crumbles to dust after it is used.

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Spell Scroll



Courage—This spell may be cast on any one hero, including yourself. The next time that hero attacks, they may roll 2 extra combat dice. The spell is broken the moment the hero can no longer see a monster. Scroll crumbles to dust after it is used.

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Spell Scroll



Fire of wrath—This spell may be cast on any one monster, blasting it with flames. It inflicts 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. Scroll crumbles to dust after it is used.

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Spell Scroll



Sleep—This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling 1 red die for each of its Mind Points. If a 6 is rolled, the spell is broken. May not be used against mummies, zombies, or skeletons. Scroll crumbles to dust after it is used.

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Spell Scroll



Rock skin—This spell may be cast on any one hero, including yourself. That hero may throw 1 extra combat die when defending. The spell is broken when the hero suffers 1 Body Point of damage. Scroll crumbles to dust after it is used.

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Spell Scroll

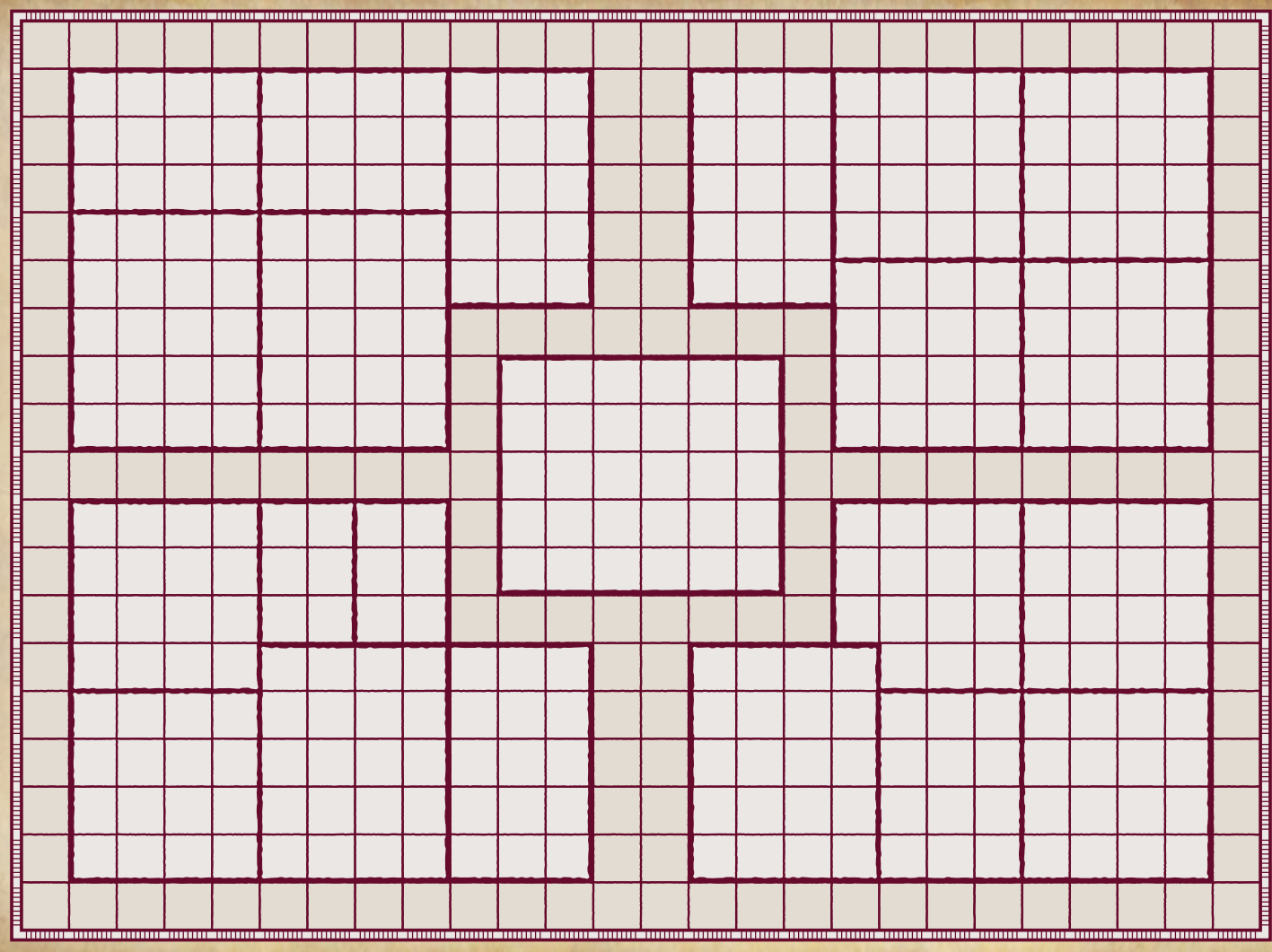


Genie—This spell conjures up a genie who does one of the following: opens any door on the board (revealing what lies beyond), *or* uses 5 combat dice to attack any monster within your line of sight. Scroll crumbles to dust after it is used.

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Goblins

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Trap doors

Pit Traps

Boulder

Statue

blocked squares

Short Stairway

Long Stairway

The Weapons Forge

Cliff Corridor

Cloud of Dread

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